

 UTM <small>UNIVERSITI TEKNOLOGI MALAYSIA</small> <small>RESEARCH UNIVERSITY</small>	SCHOOL OF COMPUTING FACULTY OF ENGINEERING UNIVERSITI TEKNOLOGI MALAYSIA
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PSM 1 (SCSV 3032) PROJECT PROPOSAL FORM

Session/Semester: 2021/2022 -2

Instruction: Please complete and submit this form to the departmental PSM committee. The proposal must be reviewed by the supervisor before submission.

SECTION A: STUDENT INFORMATION

Name	AQILAH HANIM BINTI MOHD TAUFIK		
Year/Course	4/SECV		
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Proposal No. 1 *(Please follow your preference. Proposal No. 1 – the highest priority, followed by Proposal No. 2 Each student may propose a maximum of 2 topics).*

SECTION B: PROJECT DETAILS

Supervisor Name:	DR AIDA BINTI ALI
Project Title:	3D Virtual Park for Learning The Korean Alphabet

Problem Background and Proposed Solution:

Learning a new language is always an advantage. The Korean language is especially one of the most highly demanded languages to learn as Korean culture is getting more famous day by day. Unfortunately, during the pandemic, people are not allowed to attend physical classes. Learning a new language is supposed to ignite excitement within ourselves. But with online classes, even an interesting subject could easily become boring. By developing this 3D application, I would like to give people an experience to gain new knowledge on the Korean language, and also to experience walking around and studying in another environment. a virtual reality where they would be able to

study the basics of the Korean alphabet in 3D. Why Virtual Reality? Virtual reality has proven to enhance learning and engagement. Therefore, developing an interactive learning method with multimedia support is essential to create user's engagement with the language. This in-depth technology will bring people to learn more about the language. By immersing themselves into this virtual reality walkthrough, users can improve their knowledge and have fun at the same time.

Objectives:

The main objective of this project is to develop a 3D atmosphere using virtual reality to give people the opportunity to experience an immersive and upcoming technology so that they would be able to recognize the Korean alphabet and learn how to read the language in virtual reality.

1. To create a Virtual Reality application that teaches users the Korean alphabet and basic words in 3D.
2. To develop a 3D Virtual Park for Learning The Korean Alphabet, a fun learning experience in a park in 3D.
3. To evaluate the application's functions and usability as an interactive learning platform for users to learn the fundamentals of Korean language.

Scopes:

This project will be focused on the development of a 3D Virtual Park for Learning The Korean Alphabet. The application is created to cater to a single user. Various 3D models will be used in the development of this application. Blender will be used to create and model the 3D characters that will be used in the scenes. Unity and Vuforia will be used as a platform to build the 3D scene. This application will also need the help of a VR Box or a Google Cardboard to help users find their way when they are using the application.

Project Requirements:

Software	: Unity, Blender and Vuforia
Hardware	: Laptop, handphone
Technology/Technique/ Method/Algorithm	: Virtual Reality, Google Cardboard
Network Elements	: 3D Modelling, Tracking, Displaying, Interaction and Artistic.
Security Elements	:

Project Type: *(Please tick one)*

☒ System Development

☐ Research

Project Area:

Area : Computer Graphics – 3D modelling using VR

(e.g.: *Security – Cryptography*)

SECTION C: STUDENT ACKNOWLEDGEMENT

I confirm that this project is:

☒ My own idea

☐ Proposed by the supervisor.....

Date: 28/03/2022

Student Signature:



SECTION D: SUPERVISOR ACKNOWLEDGEMENT

I **Dr Aida Ali** confirm that I have reviewed this student's project proposal and therefore agree for the proposal to be submitted for evaluation.

Date : **6/4/2022**

Signature



Official Stamp

SECTION E: EVALUATION PANEL APPROVAL

Outcome:

- ☐ Full Approval
☐ Conditional Approval (Minor)
☐ Conditional Approval (Major)
☐ Fail

Notes *(Please state reasons for conditional or failed approval)*

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Evaluation Panel:

1.
 2.

Date:

Signature:

Name:

SECTION F: FOR FACULTY COMMITTEE ONLY

Date Received:

Signature : (Official Stamp)